Claim Amendments with Changes Highlighted

4. (Amended) The computer-implemented method of claim 3, further comprising:

executing the graphical data flow program, wherein said executing includes propagating the reference to the object from the object reference output of the object reference node to the object reference input of the node.

6. (Amended) The computer-implemented method of claim 1, wherein the object is comprised in a server, wherein said configuring comprises:

displaying on the screen a list of libraries associated with one or more servers;

selecting a library from the list of libraries in response to user input;

displaying on the screen a list of possible classes from the selected library;

selecting a class from the list of possible classes in response to user input;

wherein the object is instantiated from the class.

14. (Amended) The computer-implemented method of claim [11] 13, further comprising:

executing the graphical data flow program, wherein said executing includes propagating the reference to the object from the object reference output of the object reference node to the object reference input of the node.

15. (Amended) The computer-implemented method of claim 11, further comprising:

executing the graphical data flow program, wherein said executing includes [propagating] providing the information on the object to the node.

25. (Amended) The [computer-implemented method] memory medium of claim [1] 21, wherein the program instructions are further executable to:

construct execution instructions in response to the graphical data flow program, wherein the execution instructions are executable to invoke the method of the object; and

execute said execution instructions, wherein the node invokes the method of the object during said executing.

32. (Amended) The memory medium of claim [29] 31, wherein the program instructions are further executable to:

execute the graphical data flow program, wherein said executing includes propagating the reference to the object from the object reference output of the object reference node to the object reference input of the node.